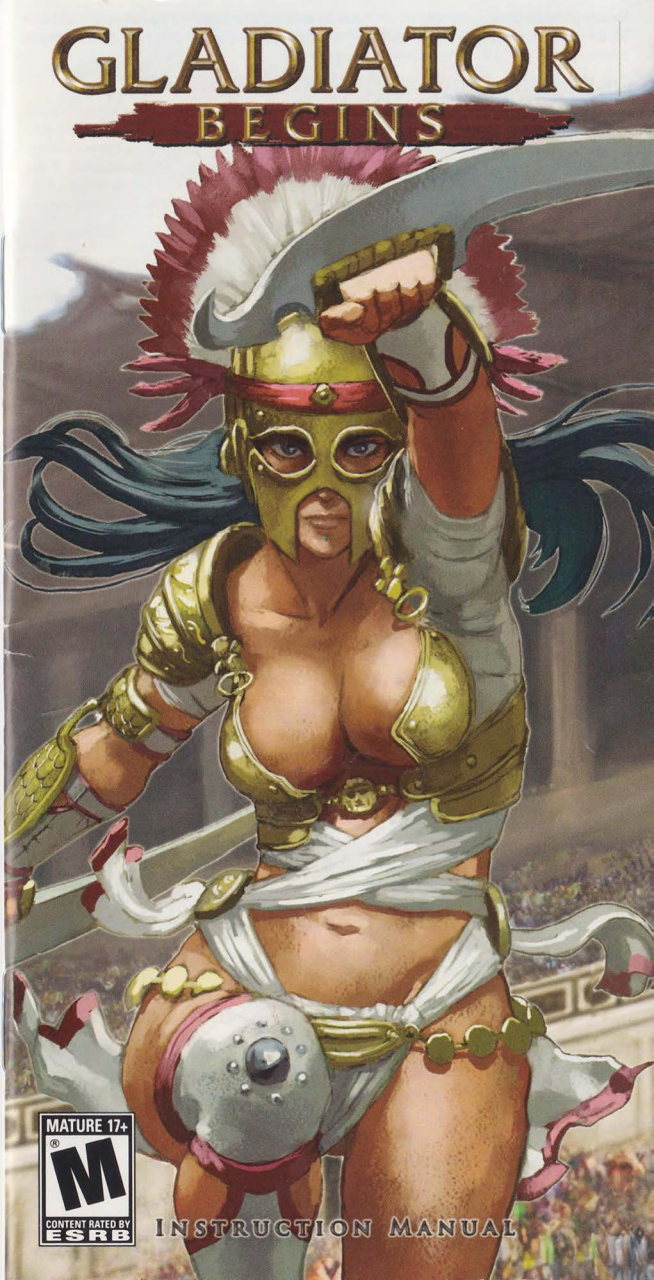
GLADIATOR BEGINS



MATURE 17+

M

CONTENT RATED BY ESRB

INSTRUCTION MANUAL

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

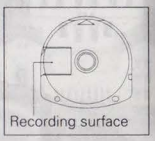
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

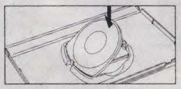
Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

GLADIATOR BEGINS

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WWW.AKSYSGAMES.COM
Visit our website to find more information about Gladiator Begins as well as upcoming products from Aksys Games! E-mail us at support@aksysgames.com for technical support.

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GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Gladiator Begins disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

BASIC CONTROLS

CONTROLS (MENU SCREEN)

CONTROL	EFFECT
Directional buttons	Select command
Analog stick	Rotating the character (During creation of your gladiator)
⊗ button	Confirm
◎ button	Back (Cancel)
△ button	Display details (While in skill panel)
□ button	Skill strengthening (While in skill panel), increase ability score (While in status panel)
START button	Pause menu (During training or battle)
SELECT button	Sort (When equipment is displayed)

CONTROLS (BATTLE)

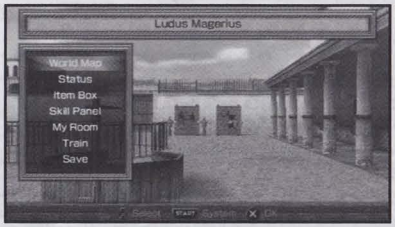
CONTROL	EFFECT
Directional buttons	Pick up dropped equipment
Analog stick	Move
⊗ button	Lower attack
◎ button	Right middle attack
△ button	Upper attack
□ button	Left middle attack
L button	Activate skill(s) in conjunction with ◎, ⊗, △ and □ buttons
R button	Guard/dodge When holding the R button in battle, you can also rotate the camera view with either the square button (to go left) or the circle button (to go right). Pressing the triangle button while holding the R button will recenter the view behind the player.
START button	Pause menu

LUDUS

The ludus is a training area where gladiators are housed. From here, you can go to the arena, or use rewards obtained during battles to strengthen your character.

LUDUS ACTIVITIES

There are seven different options for you to choose from at the ludus. Make sure to prepare for battle before you head to the arena.



LUDUS MENU

WORLD MAP
Move to the world map, and travel to another location. Early in the game, you will not have a choice–your destination will be chosen automatically.

STATUS
Check your gladiator's status, and improve your abilities.

ITEM BOX
Examine equipment that you have obtained, and equip yourself with it.

SKILL PANEL
Set and strengthen your skills.

MY ROOM
Review your battles and change your nickname.

TRAIN
Take part in a practice battle with your trainer.

SAVE
Save your progress.

STATUS SCREEN

1. Name
Character's name

2. Nickname
Character's nickname

3. Class/Status
The character's current class/status. This will change as your wealth increases.

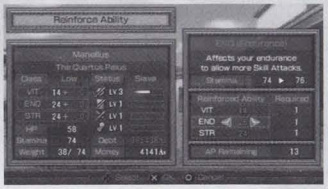
4. Ability
Your ability scores. VIT determines your health, END determines your stamina, and STR determines how much you can carry and how hard you can hit.

5. Strength/Stamina/Weight Limit
These numbers determine, in many ways, your effectiveness in battle. As you improve, they will increase.

6. Style Level
How accomplished you are at each of the four different fighting styles. The more you strike an opponent with a given style, the more your proficiency with that style will increase and eventually level up. The higher your level, the more skills you can use.

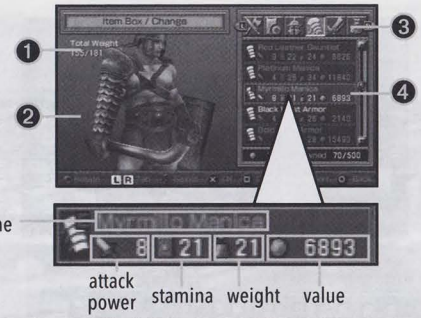
7. Debt/Money
The amount of money you owe, or the amount of money you've obtained.

IMPROVING ABILITIES



Pressing the ○ button while on the status screen will allow you to spend the AP you've earned during battle to raise your ability scores. Press up or down on the directional buttons to select the ability you want to improve, and then press left or right on the directional buttons to set the amount of AP you wish to spend. When you have finished with this step, press the ○ button to finalize your selections. Take care: Once you have finalized your choice, it cannot be reversed.

ITEM BOX



1.	**Total Weight**	This is the total weight of all the equipment you are currently wearing. If this value exceeds the amount of weight you can carry, then your character will be sluggish in battle.
2.	**Equipment Location**	The body parts onto which you can put equipment. Different equipment will change your character's attack strength, endurance, and appearance. Clothing will only change your physical appearance, and will have no effect on your stats.
3.	**Tab**	The different types of equipment. There are six different types: Weapon, Shield, Headpiece, Armshield, Leg Shield, Clothing
4.	**Equipment List**	The list of equipment you own. It is split between the tabs.

EQUIPMENT

Select where you would like to equip an item and the tab for that type of equipment. Choose the item you wish to equip, and confirm your choice. Attack power affects the amount of damage you do, endurance affects the chance you will drop a piece of equipment, and weight affects how many pieces of equipment you can equip.

SKILL PANEL

1.	**Active Skill**	Pressing the L button in conjunction with the ○, ×, △ and □ buttons will activate the skill you have assigned to that button. You can assign skills to these buttons from the skill list. The higher your level for a particular style, the more skills you can obtain.
2.	**Passive Skill**	Passive skills will function on their own–they need only be set, not activated. Passive skills can be obtained from certain opponents.
3.	**Tab**	There are tabs for the four fighting styles and one for passive skills. The four styles are as follows: single sword, shield, dual sword, pugilist
4.	**Learned Skill**	Skills you have learned will be displayed under their respective tab.
5.	**Skill Information**	This displays the level of the style the current skill is from, as well as the amount of SP you have obtained.

SKILL STRENGTHENING

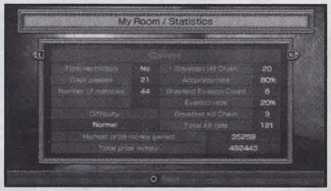
Pressing the □ button while on the skill panel will take you to the skill improvement panel. As your fighting styles level up, you will obtain SP that can be used to purchase ranks in skills. Use the left and right directional buttons to increase the level of a skill, and press the × button to finalize your choice.

Skill Panel / Skill Reinforce
Wolf Fang
Pescuriker
Shield Ram
Shield Bash
Stealth Needle
Stays low while hiding behind the shield, then charges at the enemy with full force. Consumes a lot of stamina.

MY ROOM

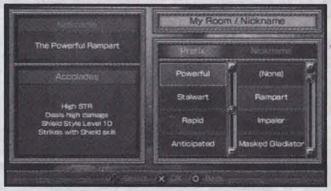
BATTLE RESULTS

Examine the results of your past battles, and see how many days have passed since your adventure began. Your best performances will also be shown here, so that you can strive to improve yourself.



NICKNAME

Select two terms to be your character's nickname. You will gain access to more nicknames as you fulfill certain conditions in your battles. Use left and right on the directional buttons to select the list you want, and up and down to select the word you want. If your behavior in battle matches your nickname, the crowd will enjoy your performances even more.



TRAIN

Battle one-on-one with your trainer, for as long as you like. Use this mode to test out new equipment and skills.

FIGHTING

Fighting is done, generally, at a colosseum. There are several, scattered across the world map. Visit them to battle numerous opponents in a variety of battle types. While there, you can also speak with people who have come to watch the day's event.

ARENA ACTIVITIES

You have seven choices.

ARENA MENU

PARTICIPATE
Join a battle currently available at the location. Depending on the type of battle, you may fulfill the requirements to participate.

STATUS
Examine your character's status. You cannot make changes to your attribute scores.

ITEM BOX
Examine and wear equipment you've acquired.

SKILL PANEL
Set your skills. You cannot improve your skills.

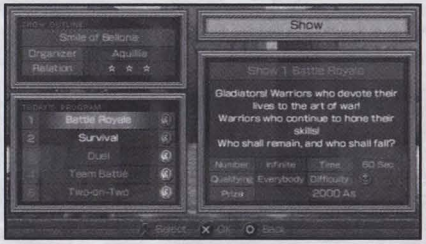
HEAL WOUNDS
If you are hurt during battle, you can be healed by the doctor, for a fee.

ARMORER
Buy new equipment, and sell equipment you no longer need.

RETURN TO LUDUS
You can leave the fighting grounds. If you select this, your day can end without joining a battle. However, there are times that you cannot return unless you do a specific battle.

JOIN BATTLE

To earn money, you must enter a battle. You can choose which battle you wish to enter from a list of those available that day. Some will have qualifications such as "Quartus Palus or Higher" or "Secundus Palus". If you do not meet these qualifications, you will be unable to enter that battle. The entry qualification level is shown by platinum, gold, silver, and bronze medals on the right, underneath the rules.



ENTRY QUALIFICATION

Primus Palus
(silver with gold border)

Secundus Palus
(gold)

Tertius Palus
(silver)

Quartus Palus
(bronze)

BATTLE RULES

Survival	In Survival, you will be pitted against wave after wave of enemies, until your time limit is up. All opponents will attack you immediately, so fight wisely or fail.
Battle Royal	Win by defeating waves of enemies. In this mode, the other gladiators will fight amongst themselves, as well as with you. Play them off one another to win.
Team Battle	Join forces with your allies to defeat all your opponents.
Two-on-Two	Defeat your opponents in a 2 vs. 2 battle. Your partner could be a famous gladiator.
Duel	Defeat your opponent in a 1-on-1 battle. Your opponents in this mode will be stronger than in the other modes.
Staged Battle	A fight that imitates a famous campaign or battle. Each fight will have unique characteristics: The Battle of Actium, for instance, will have you fighting atop, and boarding, ships.

ABOUT PAUSE MENU

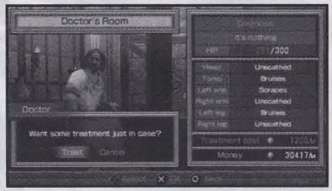
Pressing the START button while at the ludus or during battle will bring up the Pause menu, which will display the following options. Press the START button a second time, or select "Resume" to close the Pause menu.

Resume	Un-pause game and return to battle.
Retry	Cancel and restart current battle. You have a limited number of restarts per day.
Status	Change many of the games options. **BGM volume**: Change background music volume. **SE volume**: Change sound effect volume. **Camera Position**: Change camera locations. **Camera Rotation**: Change camera angles. **Camera Reset**: Reset camera position. **Display Damage**: Show damage when you or NPCs are hit. **Display NPC HP**: Show health for NPCs. **Easy Customization**: Attack buttons directly activate skills (instead of requiring you to press the L1 button as well).
Title	End current battle and return to the title screen. All unsaved progress will be lost.

*While at the ludus or the Colosseum, the Pause menu will only show "Options" and "Title".

HEAL INJURIES

After battle, you can pay the doctor to heal you. The cost will vary, depending on the severity of your wounds. Visit the doctor after every battle to make sure you are fighting at full strength.



ARMORER

In weapon shops, you will be able to buy new and used equipment, as well as sell off equipment you no longer need. Refining will also allow you to create more powerful equipment by combining equipment you already own.

THE PARTS OF THE BUY/SELL SCREEN

1.	**Store Name**	The name of the store. Different stores carry different items.
2.	**Tabs**	Each tab represents a class of equipment to be purchased or sold. There are 5 categories: Weapon, Shield, Headpiece, Armshield, Leg Shield
3.	**Equipment List**	The list of equipment you can buy (or sell) at this location.
4.	**Your Money**	The amount of money you currently have.

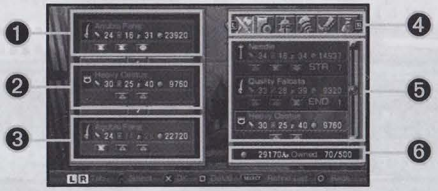
PURCHASING AND SELLING EQUIPMENT

Choosing either "Purchase New", "Purchase Old", or "Sell", the purchasing and selling screen will appear. Choose the tab for the category of item you wish to buy or sell, and select the item you want from the list of equipment. If you are buying, you receive an item in exchange for money. If you are selling, you will receive money in exchange for your item. Once the day ends, any items you have sold will disappear from the "Purchase Old" screen.

REFINING EQUIPMENT

Refining is a system that allows you to improve your equipment by combining a base item with a second item. Equipment that is "Blessed" (as indicated by its blue text) can be combined with other Blessed equipment to create better equipment. Select the items you want to refine, and then select "Yes" when asked if you want to synthesize them.

THE REFINING SCREEN



1.	**Base Equipment**	This is the item you wish to improve. Place a "normal" (i.e., not Blessed) item here to combine it with a Blessed item.
2.	**Secondary Equipment**	This is the item that will be combined with the base. Place a Blessed item here to make a "normal" item Blessed. Once this refining process is complete, this item will be gone.
3.	**Result**	This is the item you will receive by combining the base and the secondary item. You can cancel the refining process if this item is not to your liking.
4.	**Tabs**	These tabs separate items into 5 categories: Weapon, Shield, Headpiece, Armshield, Leg Shield
5.	**Equipment List**	The list of all the equipment you are carrying, organized by category.
6.	**Money and Equipment**	The amount of money and the number of pieces of equipment you currently have.

REFINED WEAPONS

With a good combination, your equipment might gain a bonus to a particular stat, or you might improve an already-existing bonus. The value of an attribute will be blue if the combination you've chosen improves it or red if it decreases it.

BATTLES

Battles begin once you have selected which fight you wish to participate in from the Colosseum menu. This section explains what you will see on the screen during a battle, and what sort of actions you can take.

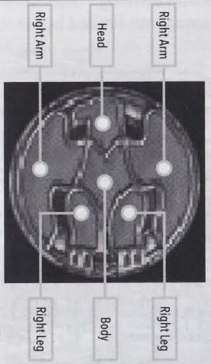
JOIN BATTLE

There will be a great deal of information on screen during a battle. A number of indicators on the screen will help you keep track of how you are performing.

THE BATTLE SCREEN

1.	**HP Gauge**	This displays how much health you have left.
2.	**Stamina Gauge**	This displays your reserves of stamina. Stamina is used to activate skills, but recovers over time.
3.	**Grip Strength**	This show how tight of a grip you have on your weapons. The "L" represents the left hand, and the "R" the right hand. As your equipment takes damage, your grip weakens, and eventually it will fall to zero, causing you to drop your equipment. Over time, you grip strength will return.
4.	**Skills**	This shows the skills you have mapped to the buttons. Pressing the L button in combination with the ○, ×, △ and □ buttons will allow you activate the skill mapped to that button.
5.	**Audience Excitement**	This gauge shows how excited the audience is by your performance.
6.	**Opponent's Health**	This shows how much health your opponent has left. It will go down as you damage them. When it reaches zero, that opponent will collapse.
7.	**Number of Opponents / Time**	This shows how many opponents are left and either how much time you have left, or how much time has elapsed. The type of time displayed depends on the type of battle being fought.

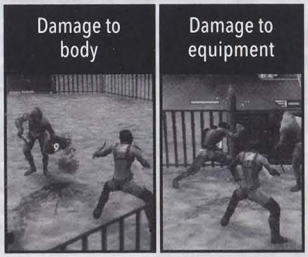
ABOUT DAMAGE GAUGE



There are 6 sections on the damage gauge that represent your body. While any part is covered in armor, it will be gold (not colored) on the gauge. Parts of your body not covered in armor will be blue-green when not damaged. As you take damage to unarmored parts of your body, the color will gradually change, until it reaches red, which indicates a serious injury. Keep in mind that if you are struck on a part of your body that is seriously injured, that strike will do a great deal of damage.

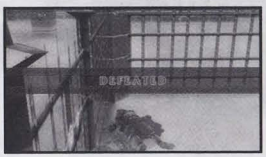
DAMAGE TO BODY AND EQUIPMENT

When you are attacked, the amount of damage done to your body will appear as white numbers. Damage to your equipment will be shown as blue numbers. If the strength of a piece of equipment is reduced to zero in this way, you will drop that piece of equipment. You can pick up dropped equipment, however, so long as it is a helmet or something held in either hand.



LOSING

When your character collapses, you have lost, and you will be sent back to the colosseum menu. If you wish to retry the battle you just lost, select "Participate" again. You are given only a limited number of retries per day. If you exceed that number, you will reach a "Game Over" screen, and be forced back to the title screen.



BATTLE ARENA

This mode allows you to fight using the characters you have created in the game proper, fight against your friends, and exchange characters. The battles and characters you can select in this mode are limited by the story progression of the main character.

BATTLE ARENA ACTIVITIES

There are three different activities in which you can participate in the Battle Arena.

BATTLE ARENA MENU

Exhibition: Battle against an opponent controlled by the computer in a number of different types of battles.

Network battle: A match between two human beings. This requires both participants to have a PSP® system and "Gladiator Begins" UMD® or PSN download.

Exchange characters: This allows you to exchange characters with your friends. This uses the PSP® Ad-Hoc mode, and requires a PSP® system for both participants, as well as a copy of "Gladiator Begins" for both participants. You can also upload and download characters to and from the Gladiator Bank.

ATTENTION: PSP® system Ad-Hoc mode is required for Network Battle. Therefore, the PSP® wireless LAN switch must be turned on before you begin playing. Do not turn the switch to "Off" until the match is complete or the exchange is finished.

PSP® (PlayStation®Portable) PSP-2000
PSP® (PlayStation®Portable) PSP-3000
WLAN switch

* The position of the WLAN switch varies depending on the model of your PSP® system. Please refer to your instruction manual if you are having difficulty locating it.

BATTLE ARENA

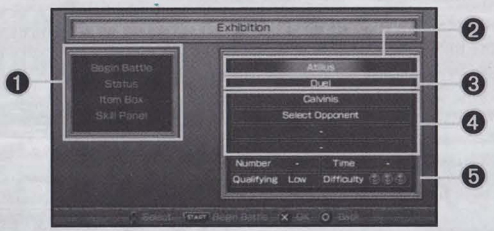
EXHIBITION

This feature allows a single player to play through the battles from the main story mode. This allows you to practice battles that are difficult or play against opponents you wish to fight again.

I. Select Characters:
Load the desired save file and select the characters who will take part in the exhibition.

II. Battle Preparation:
Select the battlefield and rules.

USING THE BATTLE PREPARATION SCREEN



1.	**Menu**	Access the menu options.
2.	**Location**	Choose where the battle will take place. As you unlock new battlefields in the game proper, they will appear here.
3.	**Rules**	Choose the kind of battle you wish to play. Once you unlock new battle types in the game proper, they will be available to select here.
4.	**Other Gladiators**	Choose the gladiator(s) you will fight beside or against, depending on the battle type you have selected. **Your Gladiator**: Select the character you wish to play. Ally: If you are playing Two-on-Two, select your ally here. **Opponent 1**: Choose the gladiator you will face. **Opponent 2**: If you are playing Two-on-Two, choose a second gladiator to face.
5.	**Battle Information**	Different settings will be available here, depending on the battle type you have selected. **Number**: Set the number of opponents you will face, if it is greater than one (duel) or two (Two-on-Two). **Time**: Set the time limit for the battle. **Qualifying**: Set the requirements to join the match. **Difficulty**: Set how difficult the fight will be.

III. The Beginning and the End of a Battle
When you select "Begin Battle" from the menu after finishing your preparations, the battle will begin. Once you have met the requirements for victory or failure, you will be returned to the battle preparation screen.

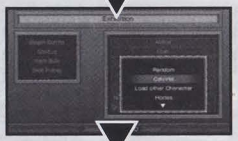
NETWORK BATTLE

With the PSP® system Ad-Hoc network connection, you can enjoy Network Battle mode. This mode will allow you to pit your gladiator against a friend's. Please remember to turn on the WLAN switch before play begins.

SETTING UP A NETWORK BATTLE

I. Chose parent and child units:
Turn on the game, and select "Network Battle" from the Battle Arena. The parent unit should select "Host battle" and the child unit should select "Join battle."

II. Parent - Choose character:
Choose the character you wish to use for this battle. Load the save you want, and select the character who will represent you.



III. Parent – Battle settings:
Prepare for the battle and wait for the child unit to connect. (In Network Battle, the only battle type you can select is "Duel".)

IV. Child – Select battle to connect to:
Choose the battle and parent you wish to connect to. This screen will list any players in range, so select the nickname of the player who you wish to fight.

V. Child – Choose character:
Choose the character you wish to use for this battle. Load the save you want, and select the character who will represent you.

VI. Parent/Child - Start battle:
Once the child unit has connected to the parent unit, "Waiting for Participants" will change to the name of the child unit. The battle will begin when you select "Begin Battle".

VII. Parent/Child – End battle:
When one character has been defeated, the battle ends. Both players will be returned to the battle preparation screen. If you wish to fight again, select "Begin Battle".

CHARACTER EXCHANGE

This section explains how to exchange characters between 2 players using PSP® system Ad-Hoc mode. After receiving another player's character, they will appear as an opponent in battles during the game proper. Please remember to turn on the PSP® WLAN switch.

EXCHANGING CHARACTERS

I. Choose Sender and Receiver:
Both players who wish to exchange characters should start up the game, and select the "Exchange Character" option from the Battle Arena menu. The player who will be receiving a character should select "Receive", and the player who will be sending a character should select "Send".

II. Sender – Choose character:
Choose the character you wish to send. Load a save, and select the character you plan to send. Sending a character does not remove them from your save file–you can still use them.

III. Sender - Choose destination:
A list of players who are within range will be shown at this stage. Select the one to whom you wish to send your character.

IV. Receiver – Receive character:
Once a character has been sent, the "Waiting to receive..." message will disappear to be replaced with the status screen for the character you are receiving. Confirm this dialog to receive the character.

GLADIATOR BANK

The Gladiator Bank allows you to exchange characters via the internet, using the PSP® Internet Browser function and PlayStation®Spot or wireless LAN in your home. To use this function, you must connect to the internet on your PSP® via wireless LAN.

HOW TO UPLOAD A CHARACTER

I. Upload your character(s):
Choose "Exchange Character" in Battle Arena and select "Upload." This will allow you to select the character you wish to upload to the Gladiator Bank.

II. Confirm your character(s):
Select "Export" if the character data shown is correct.

III. Save the exported data:
The exported data will be saved. The character can now be uploaded to the Gladiator Bank. You can only have one exported file at a time.

Once you have completed these steps, you will be taken to the Gladiator Bank web site. Follow the steps there to continue.

HOW TO DOWNLOAD A CHARACTER

I. Connect to the Gladiator Bank:
Choose "Exchange Character" in Battle Arena and select "Download." This will connect you to the Gladiator Bank. From there, you can download whatever character you like, although you should note that you can only import one character at a time.

II. Load a character:
Close the internet browser and leave the Gladiator Bank. Once you have done so, select "Import" to begin loading the character you have downloaded.

III. Confirm the character:
At this stage, you will be shown the character data for the character you are importing. If the date is correct, select "Import" from the menu.

IV. Save imported data:
This will save the important character to your gladiator roster. They will appear in battles in the game proper, and you will be able to use them in the "Exhibition" and "Network Battle" modes.

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Our story begins when Zelos, a mercenary for hire, comes across a Core Elemental --a mysterious stone infused with a powerful magic. His discovery marks an epic journey against the world and creatures known as Human Genomes --a species thought to be created by God as a replacement for mankind. One thirsts for power, another hopes to retrieve what was lost, and another seeks only the destruction of humanity. Through his struggles, Zelos will discover the secrets of the world...and the dark truth behind his existence.

RATING PENDING
RP
CONTENT RATED BY ESRB

May contain content inappropriate for children. Visit www.esrb.org for rating information.

AKSYS GAMES

PlayStation Portable

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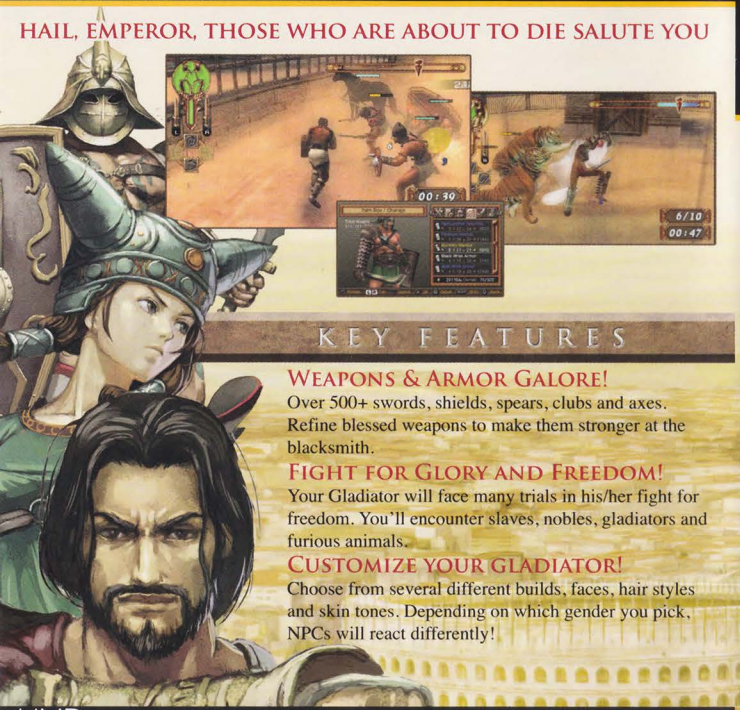
PlayStation Network

ADD-ON CONTENT

HAIL, EMPEROR, THOSE WHO ARE ABOUT TO DIE SALUTE YOU



KEY FEATURES

WEAPONS & ARMOR GALORE!

Over 500+ swords, shields, spears, clubs and axes. Refine blessed weapons to make them stronger at the blacksmith.

FIGHT FOR GLORY AND FREEDOM!

Your Gladiator will face many trials in his/her fight for freedom. You'll encounter slaves, nobles, gladiators and furious animals.

CUSTOMIZE YOUR GLADIATOR!

Choose from several different builds, faces, hair styles and skin tones. Depending on which gender you pick, NPCs will react differently!

UMD

Player 1 | Memory Size 350 KB | Ad Hoc Players 1 – 2 | Infrastructure Download Only

Internet connection may be required for certain Wi-Fi functionality. Player responsible for Wi-Fi fees.

AKSYS GAMES

ACQUIRE

Aksys Games, 365 Van Ness Way, Suite 510, Torrance, CA 90501

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CRIWARE

1

MATURE 17+ ™

M

Blood
Violence

ESRB CONTENT RATING www.esrb.org

8 93610 00138 9

⚠WARNING: IF YOU HAVE A HISTORY OF EPILEPSY OR SEIZURES, CONSULT A DOCTOR BEFORE USE. CERTAIN PATTERNS MAY TRIGGER SEIZURES WITH NO PRIOR HISTORY. BEFORE USING AND FOR MORE DETAILS SEE INSTRUCTIONS FOR THE PRODUCT.

PSP

GLADIATOR BEGINS

ULUS 10528

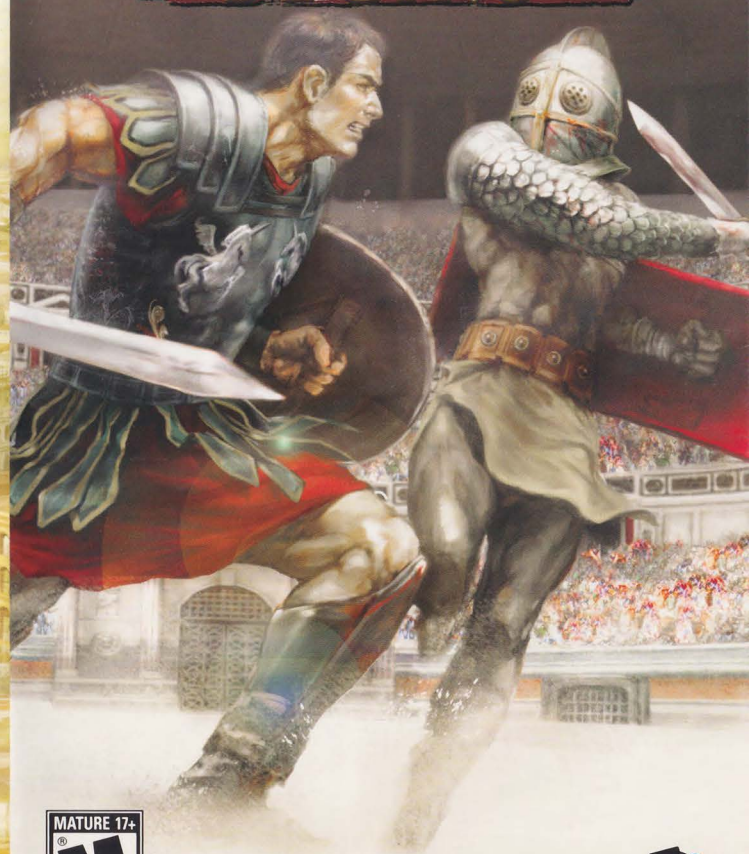
UMD

PSP

PlayStation Network

Only On PlayStation

GLADIATOR BEGINS



MATURE 17+

M

CONTENT RATED BY ESRB

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